



JOHN MADDEN

FOOTBALL

THE HISTORY OF THE
NATIONAL FOOTBALL LEAGUE





Ron Barr, sports anchor, Electronic Arts Sports Network

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EASN. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EASN sporting events, Ron hosts Sports Byline USA, the premier sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.



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CONTROLLING THE GAME



KICKING

A Alerts team that you might call an audible

B w/**L** returns line to normal kick formation

C Sets kicker in motion

E Kicks the ball.

C w/**R** sets outside kick formation.

Press D-Pad left/right before the kick to aim the football.

OFFENSE—BEFORE THE SNAP

A Alerts team that you might call an audible.

B Calls Anti-Blitz play.

B Fakes snap by calling "hut."

B Calls Running play.

C Snaps the ball.

C Calls Passing play.



OFFENSE—AFTER THE SNAP

RUNNING

- A** Runner dives.
- B** Runner spins.
- C** "Limp" (Runner tries to break tackle.)

PASSING

- A** Pass to receiver in window **A**.
 - B** Pass to receiver in window **B**.
 - C** Pass to receiver in window **C**.
- C** shows passing windows.

Hold down button for "bullet" pass. Tap button for "lob" pass.

RECEIVING

- A** Receiver dives.
- B** Activate intended receiver.
- C** Receiver raises hands.

DEFENSE—BEFORE THE SNAP

A Alerts team that you might call an audible.

- A** Calls Anti-Run defense.
- B** Calls Blitz.
- C** Call Anti-Pass defense.

DEFENSE—AFTER THE SNAP

- A** Dive to tackle.
- B** Activate man closest to ball.
- C** Jump to block kick, deflect pass, clothes-line tackle, or strip football from ball carrier.

HURRY-UP OFFENSE

Press **C** immediately after the whistle. Players will go directly to the line of scrimmage.

Press **Start** to pause/resume game.



STARTING THE GAME

1. Flip OFF the power switch on your Sega™ Genesis™.

WARNING: Never try to insert or remove a cartridge when the power is ON.

2. Make sure a Controller is plugged into the port labeled 1 on the Genesis.

If you're playing against a friend, plug the other Controller into the port labeled 2.

3. Insert the cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.

The Electronic Arts® Sports Network (EASN) intro will begin. If you don't see it, begin again at step 1.

5. When Coach Madden's picture appears, press Start to see the credits and Start again to bring up the Game Set-Up screen.



SETTING UP THE GAME



You need to use the *Game Set-Up* screen every time you play. First select the type of contest you want to compete in.

Press the D-Pad up/down to select options and left/right to change the options.

PLAY MODES

Regular Season
Pre-Season
New Playoffs
Cont Playoffs
Sudden Death
All-Time Greats

Play Clock enforced
Play Clock not enforced
16-Team Tournament
Continue Tournament
First score wins game
8-Team Tournament

PLAYER MODES

One Home or Visitor	One player vs. the computer
Two Head-to-Head	Two players head-to-head
Two Teammates	Two players vs. the computer (see page 17 for control instructions)
Demo	The computer vs. itself

TEAMS

Team One is the Home Team and Team Two is the Visiting team. If you're playing in One-Player mode, in Regular Season, Pre-Season, and Sudden Death modes, you can control either the Home or Visiting team. In Two-Player Head to Head Mode, the player with Controller 1 is the Home Team.

NOTE *When you're playing in a tournament, the computer decides which player is the home team.*

QUARTER LENGTH

The game clock runs about twice as fast as a normal clock.



STADIUM

The weather can come into play on an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

Open/Turf	Open stadium with artificial turf
Dome/Turf	Domed stadium with artificial turf
Open /Grass	Open stadium with natural grass

WEATHER

There is no weather in a domed stadium. The conditions are ideal.

Fair	Chance of light to moderate wind
Wind	Strong winds
Rain	Less traction on grass than on turf
Snow	Affects both surfaces equally

Press **Start** to begin play. If you don't press **Start**, the demo will begin automatically. Press any button to end the demo and return to the Main Menu.



GETTING ON THE BALL

Team Comparison Screen



When you exit the *Game Set-Up* screen, the *Team Comparison* screen comes up. Here both teams are compared in nine major areas. One of the teams will have at least one, and no more than two, check marks at every position. Below are the three ways teams can compare to each other.

Team A



Team A is somewhat stronger than team B in this area.

Team B



Team A



Team B



Both teams are relatively equal in this area.

Team A



Team B

Team A is much stronger than Team B in this area.

Use this screen to determine just how easy or difficult your game will be. If you want the maximum challenge, choose one of the poorer teams and go up against one of the All Star, or Legendary teams. If you want an easy contest, play a strong team against an easy team.

Coin Toss/Wind

Before the referee can start the game, the coin must be tossed and the loser must choose which goal his team will defend in the first half. The direction of the wind usually has a bearing on which goal is chosen. As prompted by the screen, Press A for heads or C for tails.

If you win the toss, you must choose whether to kickoff or to receive the kickoff. Press A to kick or C to receive. If you lose the coin toss, the computer's team captain decides who will kickoff, and then you decide which goal your team will defend in the first half.





Look at the flag to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **A** to defend the home team's goal or **C** to defend the visiting team's goal.

The kickoff play begins automatically.

Receiving the Kick/Player Control

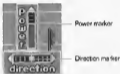
If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches



the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing on the D-Pad.

Press the D-Pad in the direction you want the player with the star to move on the screen.

Kicking

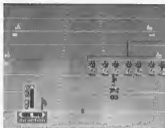


The following kicking instructions apply to kickoffs, punts, and field goals.

Press C to snap the ball and start the strength meter moving upward. Press C again to stop the meter and strike the ball. The longer the meter is at the time when you stop it, the farther the ball will travel.

Press D-Pad left/right to aim the kick after you press C the first time, but before you strike the ball.

Onside Kick



Onside kick formation

Press **A** and then **C** to set up the onside kick formation. (If you change your mind and want to return to the normal kickoff formation, Press **A** and then **B**.)

Press **C** to start the kick meter.

Press **C** again immediately while pressing the **D-Pad** to the right.

There is a slim chance that your team will recover the ball.

OFFENSIVE COORDINATION

John Madden Football '93 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation. The selection in the C window is Madden's choice.

Press the D-Pad left/right to toggle through sets, formations, and plays. Press A, B, or C to choose the set, formation, or play in the corresponding box. (See page 23 for descriptions of each set and formation.)

NOTE *You can change your mind before you call a play by pressing the D-Pad Up. This will take you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout or take a delay of game penalty. (Press Start, and then press A.)*

Offensive Audibles

A fake snap might draw the defense offsides.

Press B

The snap starts the play.

Press C

An audible changes the play at the line.

Press A

See the poster for diagrams of audibles.

Anti-Blitz

Press A

Run

Press B

Pass

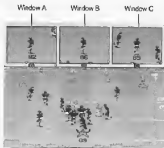
Press C

Running

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the D-Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Dive	Press A
Spin	Press B
"Umphr" Break tackle	Press C

Passing



There are three receivers for every passing play, corresponding to the A, B, and C buttons.

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the D-Pad. You can let the computer execute the play, or you can press the button that matches the window of the intended receiver. If you move the quarterback out of the pocket or off his designed roll-out by pressing the D-Pad in any direction, the computer will no longer execute the play. Then it's up to you to press C to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross. Press B to switch control to the intended receiver, then use the D-Pad to guide the receiver to the spot if he's not already there. Also, you can press C to raise the receiver's hands. This increases the chance of catching the ball.

Reach for the ball Press C
 (This increases the odds of catching the ball.)

Broken Passing Plays

If you press the D-Pad (i.e., take control of the quarterback) before the passing windows pop up, the passing windows will not appear automatically.

Show passing windows Press C

Hurry-Up Offense

At the end of a play you can go straight to the line of scrimmage.

Hurry-Up offense Press C right after whistle

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. The option in the C window is "Madden's choice" and the computer will select it automatically if you don't press any buttons. (See page 32 for a description of formations, coverages, and plays.)

After calling a defensive play, you can select the man you want to control by pressing the B button until the star appears under that player.

The most important command to know on defense is the B button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the D-Pad.

Two Player—Teammates

When playing in the *Teammates* mode, the player with controller 1 controls the man on the BLACK star. The player with controller 2 controls the player on the YELLOW star. On offense, the player with controller 1 “is” the quarterback and is responsible for calling the plays and snapping the ball,

The player with controller 2 may use the B button to “become” any of the other players on the field. In most cases, the control 2 player will choose to act as either a running back or a pass receiver, but some people might like play on the line, as Madden himself once did.

On passing plays, the player with controller 2 can press B to become the intended receiver after the quarter back passes the ball. On running plays, the player with controller 2 must move the yellow star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, controller 1 automatically controls the ball carrier.

When one player is dissatisfied or upset with the play of his teammate, there is no need to argue. For example, if the player controlling the quarterback and the play-calling is making a lot of unwise decisions, both players should discuss the problem and come to an agreement—perhaps pause the game and decide

together which play to run next. It's okay to be angry, but don't let your anger get the best of you, and never resort to violence.

Pause/Timeouts

Press Start to pause the game. With the game paused, you can call a timeout by pressing A, as long as you have at least one timeout remaining. Each team is allowed 3 per half. If you do not wish to call a timeout, press Start again to resume play.

Game Stats

GAME STATS		
[A] PLAYER STATS	[B] GAME STATS	[C] SCORING SUMMARY
	[Miami 72]	[Chicago 45]
Points	21	0
First Downs	2	5
Total Plays/Yards	10 / 69	23 / 95
Rushing Plays/Yards	8 / 36	3 / 0
Passing Plays/Yards	2 / 32	20 / 95
Passing Attempts/Int.	1 / 2 / 0	8 / 19 / 2

At half time and the end of the game the Game Stats screen appears. Press the D-Pad up/down to scroll

through the Game Stats. For Player Statistics, Press A. For the other team's player statistics, Press A again. For the Scoring Summary, press C. To return to the Game Stats, Press B.

Playoff Stats

EASH PLAYOFF STATS		
Player stats	Game stats	Scoring summary
	Opposing Team	With 83
Points	10	7
First Downs	8	7
Total Plays/Yards	12 / 100	22 / 20
Running Plays/Yards	6 / 38	4 / 1
Passing Plays/Yards	6 / 62	18 / 20
Passing Comp/Att/Int	3 / 5 / 1	9 / 17 / 3

In the playoff modes, the program keeps your team's stats and the combined totals of your opponents' throughout the entire tournament.

- From the *Game Stats* screen, press Start to go to *Playoff Stats*.

Instant Replay



Press **Start** to bring up the *Options Menu*. Press **B** to select **Instant Replay**. Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Press A	Rewind
Press B	Slow Motion
Press C	Replay at Normal Speed
Press Start	Stop Replay/Resume Game

If you wish to isolate a particular player, use the D-Pad to position that player at the bottom center of the screen. A yellow marker and his jersey number will appear beneath him.

Penalty Overturn

Available only in Head-To-Head mode.

Penalties are called at the discretion of the officials. You may overturn a penalty called against you once per game. Only pass interference can be overturned.

- Press Start to go to the *Options Menu*.
- Select Instant Replay.

Watch the instant replay if you choose.

- Press Start to bring up the *After Reviewing* options.
- Press A to overturn the call, or B to let it stand.

Saving/Restoring Playoffs



When you win a playoff game, your spot on the playoff tree is saved automatically and can only be replaced by a subsequent victory in that particular tournament, or by an initial victory in a new playoff tournament. If you lose in the playoffs, you can simply play that game over again. No one but you has to know.

- Select **Continue Playoffs** from the *Main Menu* to return to your spot on the playoff tree.

Substitutions

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the half is over. To replace your quarterback, follow the instructions under **TIME OUT**, above, and press C.

OFFENSE—SETS, FORMATIONS, PLAYS

Sets

FAST

Like the name says, your quick guys are out on the field. This set is loaded with wideouts, flankers and maybe a super-fast halfback.

NORMAL

Refers to the standard offensive "package:" two wide receivers, a tight end, a halfback and a fullback.

HANDS

Puts most of your strong receivers on the field, plus two running backs.

BIG

Fields your strongest backs, cannonballs with legs who can grind out yards in the mud and snow. These guys let the defense grab a leg just so they can run it through their chests.

Formations

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

This is my version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

FAR AND NEAR

These terms simply describe where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line, that's the side where the tight end lines up.



Plays

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For

example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball. -

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays. Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the **PLAYER RATINGS**. Here's an example of how they work.

From the **PLAYER RATINGS** you can find out who your fastest wide receiver is. You can find out where that guy lines up by looking at the following charts. You might want to call a play for him from the passing windows, if his hands are as good as his feet.

SET/FORMATION

NORMAL/FAR

WR1	LT	LG	C	RG	RT	TE1	
	HB1		QB				WR2
			FB				

NORMAL/NEAR

WR1	LT	LG	C	RG	RT	TE1	
			QB		HB1		WR2
			FB				

NORMAL/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
		HB1	QB		FB		WR2
			FB				

NORMAL/ SNEEZE and RUN & SHOOT

WR1		LT	LG	C	RG	RT	TE1
	HB1					FB	WR2
				QB			

BIG/FAR

	LT	LG	C	RG	RT	TE1	
TE2			QB				WR4
	HB1		FB				

BIG/NEAR

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
			FB		HB1		

BIG/PRO-FORM

TE2	LT	LG	C QB	RG	RT	TE1	
		HB1		FB			WR4

BIG/SHOTGUN

	LT	LG	C FB QB	RG	RT	TE1	
TE2		HB1					WR4

FAST/FAR

	LT	LG	C QB	RG	RT	WR4	
WR1		WR3		HB2			WR2

FAST/NEAR

	LT	LG	C QB	RG	RT	WR4	
WR1		HB2		WR3			WR2

FAST/PRO-FORM

WR1		LT	LG	C QB	RG	RT	WR4
			WR3		HB2		WR2

FAST/SHOTGUN and RUN & SHOOT

WR1		LT	LG	C	RG	RT	
	WR3			QB	HB2		WR4 WR2



HANDS/FAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
	HB2		HB1				

HANDS/NEAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
			HB1		HB2		

HANDS/PRO-FORM

WR3	LT	LG	C	RG	RT	TE2	
			QB				WR2
		HB2		HB1			

HANDS/SHOTGUN

WR3		LT	LG	C	RG	RT	TE2
							WR2
	HB2			QB		HB1	

KICKOFF RETURN

		RG		RT		LT	LG
	RCLB				FB		LCLB
		TE1					TE2
		WR3				KR	

DEFENSE—FORMATIONS, COVERAGES, PLAYS

Formations

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

Coverage

ATTACK

An Attack COVERAGE is the best defense against running plays because it emphasizes containment. Control basically means that the defense is willing to give up short stuff up the middle, but they're not prepared to let the offense work the sidelines and make big yards on sweeps and stuff like that. Attack is not available with the Nickel and Dime formations

READ

The Read COVERAGE gives balanced coverage. The defense has a little bit more flexibility to react quickly to the pass or run. This is known as having some options. It's probably the safest defense against run or pass, but it's not the strongest defense against either one.

COVER

Cover is usually the best COVERAGE against the pass. The defense is trying to convince the offense that all

Ifs receivers are covered and any ball thrown will be shut down or intercepted. Pass coverage comes in two basic flavors: Man-to-man and Zone (see PLAYS, below).

Plays

BLITZ

A blitz is when one or more of the linebackers or defensive backs unexpectedly rush the quarterback. This usually happens when the defense thinks the offense is going to pass. A blitzing linebacker tries to sack the quarterback but he's satisfied if he puts enough pressure on the ball handler to make him hurry his motion and throw badly.

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. Stunts are intended to confuse the blocking assignments of the offensive line.

ZONE

In Zone pass coverage, the defender is responsible for a particular area of the field. He covers any receiver who enters his area. Some defensive backs hate it



when you come into their zone. They say, “get out of my area, and no one gets hurt.” Some receivers believe them. Zone defenders will play 5 yards off the receiver to prevent getting burned deep.

MAN

In Man-to-man pass coverage, the defender follows a certain receiver wherever he goes. Man on man defenders are tough guys who love a challenge. They play closer to the receiver but better have the horsepower to stay with a speedy opponent. Their reputations are on the line every time the ball goes in the air. They can't say “I thought you were guarding him.” They say stuff like, “I'm gonna be on his back like white on rice.”

JAM

Although it's against the rules to tackle or hold onto a pass receiver before he touches the ball, a defender can jam or chuck a receiver. That means he's allowed to give him one push or block within 5 yards of the line of scrimmage, provided the ball hasn't been thrown. The defensive man is trying to knock the receiver off balance, mess up his timing, and prevent him from running his pattern.

PREVENT

Prevent concedes a short gain to the offense but focuses on preventing a long gain. The defensive

backfield lines up farther back from the line than usual, so they give up the short pass too. It's usually used late in the half or game when the defensive team is way ahead, and the offensive team is out of scoring position.

Defensive Alignments

The alignments show how your defensive team lines up when you call certain formations and sets. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS. Here's an example of how to use them.

From the PLAYER RATINGS you can find out who your fastest defensive back is. From the following charts, you know where that guy lines up. If he's not covering the man or zone you want him to cover, get control of him by pressing B (until he's standing on the star symbol) and then use the D-Pad to move him into the position where you think he'll do the most good.



FORMATIONS

EDAL LINE



3-4



4-3



NICKEL



DH/1B

KICKOFF

 FS1 TE1 RLB RE MLB P SS LE LLB TE2 FS2

PLAYER RATINGS

The skills and attributes of every player in our league are rated on a scale from 0 to 15, with 15 standing for near perfection. Each player has a speed rating—if you can't run, you can't play the game. But, since different positions require different skills, we've also rated the characteristics that are most important for playing each position.

These player ratings are reflected in my team scouting reports and in the way individual players perform. Here's an example of how the ratings work and how you can use them.

You'll notice that San Francisco's number one wide receiver (WR1) has great quickness, speed, and a pair of hands you'd trust to catch an artillery shell. If



you're on offense, you're going to want to throw to this guy a lot, or use him as a decoy because the defense has to respect him. If you're on defense, you want to guard against ever going man-to-man with this burner with only a linebacker to depend on. You're probably going to want to put your fastest defensive back on him. Get the idea?

Keep these ratings in mind when you choose a play. They'll help you play a better game.

KEY TO PLAYER RATINGS

Eight groups of players are rated—4 offensive and 4 defensive

QB1	first quarterback	RT	right tackle
QB2	second quarterback	RE	right end
HB1	first halfback	LLB	left linebacker
HB2	second halfback	MLB	middle linebacker
FB	fullback	RLB	right linebacker
		PLB	padding linebacker
WR1	first wide receiver	SS	strong safety
WR2	second wide receiver	FS1	first free safety
WR3	third wide receiver	RCB1	first right corner back
WR4	fourth wide receiver	LCB1	first left corner back
TE1	first tight end	RCB2	2nd right cornerback
TE2	second tight end	LBC2	2nd left cornerback
LT	left tackle	K	kicker
LG	left guard	P	punter
C	center	KR	kick returner
RG	right guard	PR	punt returner
RT	right tackle		
LE	left end		

ATLANTA

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	pass TDs	qb rate	qb rank
BRN	12	18	8	5	5	
BRG	13	1	7	3	3	

Running Backs

	no.	attempts	yards	TDs	backs rate	backs rank
HBI	34	7	8	7	8	
HBC	41	8	8	8	7	
FB	45	8	5	5	1	

Receivers

	no.	attempts	yards	TDs	recep. rate	recep. rank
WR1	80	7	11	8	11	
WR2	81	15	10	7	12	
WR3	86	7	12	7	11	
WR4	85	6	8	4	5	
TE1	36	7	8	5	7	
TE2	43	8	6	3	4	

Defensive Line

	no.	sa.	pass attempts	pass yards
LT	78	279	12	8
LG	89	295	9	6
C	84	285	9	6
RG	79	280	8	8
RT	75	300	13	10

Defensive Line

	no.	sa.	pass attempts	pass yards
LE	89	8	8	7
MT	74	5	8	5
RE	76	5	6	4

Linebackers

	no.	sa.	pass attempts	pass yards
LB1	64	3	4	5
LB2	66	3	3	4
LB3	68	3	11	5
ROLB	56	8	5	6
PLB	52	3	3	4

Defensive Backs

	no.	sa.	pass attempts	pass yards
SS	40	8	8	8
FS1	28	12	8	11
FS2	21	14	8	15
LCB1	32	15	10	14
RCB1	31	7	9	7
LCRB	23	7	10	6
RCR	32	7	8	7

Special Teams

	no.	attempts	score
K	8	10	12
P	17	12	7

	no.	sa.	pass attempts	pass yards
KR	21	18	11	8
PR	21	8	7	3

BUFFALO

PLAYER RATINGS

Defensive Backs

	no.	pass attempts	pass allowed	total yards	turnovers
QB1	12	82	12	3	4
QB2	14	1	12	3	3

Running Backs

	no.	attempts	yards	touchdowns	
RB1	34	15	15	14	8
RB2	23	10	11	6	10
FB	35	7	6	6	4

Receivers

	no.	attempts	yards	touchdowns	
WR1	82	13	10	7	8
WR2	82	8	12	7	11
WR3	82	2	6	4	6
WR4	85	5	6	3	6
TE1	84	4	6	4	6
TE2	88	5	6	3	6

Offensive Line

	no.	yards	pass blocks	run blocks
LT	88	289	13	12
LE	51	272	14	13
C	62	279	13	12
RG	74	301	18	9
RT	75	315	10	9

Defensive Line

	no.	attempts	yards	attempts	yards
DE	84	4	10	5	8
DT	81	6	8	6	7
BE	78	6	13	7	7

Linebackers

	no.	attempts	yards	attempts	yards
LOLB	87	8	11	9	9
LILB	58	4	6	3	3
ROLB	64	4	7	6	3
ROLB	56	6	12	6	9
PLB	52	3	4	3	4

Defensive Backs

	no.	attempts	yards	pass yards	interceptions
SS	46	12	7	13	10
FSB	38	11	6	10	11
RSB1	37	16	7	13	10
LCDB1	47	12	7	12	12
RSB2	27	6	6	6	6
LCDB2	31	7	7	7	7
FSB2	28	6	7	6	6

Special Teams

	no.	attempts	yards
K	2	0	2
P	0	0	0

	no.	attempts	yards	break tackles
KR	85	10	10	4
PR	85	6	6	6

CHICAGO

FLYING PARTINGS

Quarterbacks

	no.	pass. range	pass. accur.	spd	scoring
QB1	4	18	33	4	4
QB2	16	6	30	3	3

Running Backs

	no.	spd	agl	blk tbl	trch
RB1	25	12	11	10	7
RB2	31	7	6	5	4
FB	25	7	7	6	11

Receivers

	no.	spd	catch.	tbl	prk
WR1	82	9	9	5	4
WR2	82	4	7	3	5
WR3	29	3	4	1	4
WR4	88	3	4	1	3
TE1	80	8	5	2	3
TE2	88	8	4	1	4

Defensive Line

	no.	blk.	pass. tbl.	tbl	tbl.
LT	70	279	13	8	
LB	82	272	13	8	
C	83	260	14	10	
RG	57	269	10	6	
RT	78	284	10	6	

Defensive Line

	no.	spd	tbl	agl	pass.
LB	33	6	5	4	5
NT	12	7	8	7	7
RC	26	11	9	10	9

Linebackers

	no.	spd	tbl	agl	pass.
LCLB	58	8	4	18	8
LILB	50	8	7	9	6
FLB	78	4	7	8	8
ROLB	68	14	6	16	13
PLB	51	8	3	9	9

Defensive Backs

	no.	spd	tbl.	tbl.	tbl.
SS	48	10	12	11	18
FS	26	11	12	11	13
RCB1	32	14	13	12	14
LCB1	21	11	13	11	11
RCB2	28	8	13	7	8
LCB2	37	8	13	8	8
FS2	38	9	13	8	9

Special Teams

	no.	range	accr
K	8	7	3
P	9	7	4

	no.	speed	agl	tbl.
KR	29	6	8	4
PR	22	8	8	7

DINGHINATI

PLAYER RATINGS

Goalkeepers

	no.	goals range	goals actual	spd.	scoring%
GG1	7	9	9	4	4
GG2	15	0	8	3	3

Running Backs

	no.	sp-d.	sp-l.	brk. tbl.	brk-d.
RB1	28	12	13	10	7
RB2	30	5	6	5	5
RB	64	7	8	6	7

Receivers

	no.	sp-d.	catch	brk. tbl.	sp-l.
WR1	81	8	7	5	7
WR2	85	9	8	5	7
WR3	86	5	4	7	4
WR4	88	6	3	1	4
TE1	82	6	6	3	4
TE2	84	5	5	1	5

Offensive Line

	no.	br.	pass blk.	run blk.
LT	78	260	14	13
LC	87	281	18	9
C	64	271	18	9
RG	73	267	18	9
RT	63	288	18	9

Defensive Line

	no.	sp-d.	tbl.	sp-l.	pass
LE	95	7	5	7	8
MT	85	7	10	5	7
ME	98	7	5	7	8

Linebackers

	no.	sp-d.	tbl.	sp-l.	pass.
LLB	50	5	7	6	7
LLB	58	5	5	4	4
RLB	57	4	5	3	3
RCLB	64	6	5	7	7
PLB	53	5	3	3	4

Defensive Backs

	no.	sp-d.	tbl.	pass blk.	inter.
DB	33	10	7	5	10
FS1	29	8	8	3	8
RCB1	22	9	6	8	8
LCB1	25	7	8	6	7
RCB2	41	3	5	4	3
LCB2	32	5	7	4	5
FS2	27	6	7	3	8

Special Teams

	no.	range	actual
K	3	7	9
P	11	13	8

	no.	sp-d.	sp-l.	brk-d. tbl.
WR	42	8	9	5
PR	32	15	15	9

CLEVELAND

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	qbr	rating
QB1	19	11	12	4	4
QB2	17	0	4	5	3

Running Backs

	no.	attempts	yards	tds	rating
RB1	28	7	7	7	7
RB2	23	5	6	4	11
RB	34	11	9	8	11

Receivers

	no.	attempts	catches	yards	rating
WR1	34	8	9	5	7
WR2	36	4	5	2	5
WR3	1	9	5	2	4
WR4	21	4	4	2	5
TE1	31	6	5	2	3
TE2	30	3	4	1	4

Defensive Line

	no.	ts	pass breaks	no. blocks
LT	68	280	7	3
LG	74	271	7	3
C	68	270	7	3
RG	68	304	10	8
RT	60	284	7	3

Defensive Line

	no.	attempts	ts	yards	rating
LE	50	6	4	5	6
LI	56	6	3	6	6
RE	57	8	9	8	9
RI	56	7	3	7	7

Linebackers

	no.	attempts	ts	yards	rating
LLB	58	8	4	7	8
MILB	52	3	10	5	4
RLB	52	10	7	10	10
PLB	50	5	3	4	5

Defensive Backs

	no.	attempts	ts	pass breaks	rating
SS	22	7	11	8	7
FS1	29	8	11	8	8
FS2	26	7	12	6	7
LCB	30	10	11	9	10
RCB	25	5	11	4	5
S&CB	29	4	10	4	4
TS	37	4	10	3	4

Special teams

	no.	attempts	ts
K	3	12	8
P	11	18	7

	no.	attempts	yards	rating
QR	21	5	4	0
PR	21	7	8	2

BALLS

PLAYER RATINGS

Quarterbacks

	no.	pass. range	pass. score	spd	scoring
QB1	2	9	12	3	3
QB2	7	3	8	3	3

Running Backs

	no.	spd	agl	tbl	fmdb
RB1	22	15	15	15	4
RB2	34	5	5	4	8
RB	48	5	5	5	10

Receivers

	no.	spd	catch	tbl	assh
WR1	84	11	13	9	14
WR2	23	11	5	3	6
WR3	85	10	6	3	5
WR4	81	12	6	2	5
TE1	84	5	8	5	6
TE2	88	3	6	3	6

Offense Line

	no.	blk.	pass. block	run block
LT	71	260	8	5
LG	66	312	11	8
C	53	271	8	5
RG	63	280	8	5
RT	61	320	11	8

Defense Line

	no.	spd	tbl	agl	pass
LB	92	7	8	9	8
LT	76	6	7	5	8
RT	67	7	5	7	8
FL	77	7	7	7	8

Linebackers

	no.	spd	tbl	agl	assh
LLB	55	8	7	8	9
MALB	55	8	4	9	9
RLB	57	7	5	6	7
PLB	10	6	5	7	7

Defensive Backs

	no.	spd	tbl	pass. cov.	interc.
DB	37	8	8	9	9
FS	20	7	8	7	7
RCB1	24	8	8	9	8
LCB1	30	10	8	11	10
RCB2	23	5	7	8	5
LCB2	26	6	9	5	5
FS2	16	3	9	3	3

Special teams

	no.	range	score
K	1	11	8
P	4	12	9

	no.	speed	agl	tbl
WR	81	15	14	10
WR	83	13	12	6

DENVER

PLAYER RATINGS

Downbacks

	no.	pass range	pass accnt	spd	scoring
GG1	7	12	9	6	6
GG2	11	9	5	5	3

Running Backs

	no.	spd	spg	tbl	fms
HR1	25	14	14	12	5
HR2	33	8	8	7	6
HR	30	7	7	6	10

Receivers

	no.	spd	catch	tbl	spk
WR1	63	8	7	4	7
WR2	60	12	6	4	6
WR3	62	3	5	2	4
WR4	65	9	5	2	4
TE1	81	8	5	2	5
TE2	88	6	4	1	3

Offensive Line

	no.	bc.	pass blk.	spg blk.
LT	62	299	7	6
LG	63	260	7	6
C	72	271	7	6
RG	67	287	7	6
RT	76	294	7	6

Defensive Line

	no.	spd	tbl	spg	scoring
LE	91	6	6	6	6
RT	71	6	6	6	5
RE	80	6	7	7	6

Linebackers

	no.	spd	tbl	spg	scoring
LLB	73	12	6	14	13
LLB	56	10	9	8	8
RLB	77	14	8	15	14
RCB	51	15	7	14	14
PLB	54	12	5	10	10

Defensive Backs

	no.	spd	tbl	pass blk.	scoring
SS	49	15	14	14	15
FS1	37	15	15	15	15
BC1	24	12	14	12	12
BC2	24	12	15	14	13
BC3	29	9	14	10	9
LCB	21	8	13	8	9
RCB	22	8	14	7	6

Special Teams

	no.	range	accnt
K	9	4	10
P	2	9	11

	no.	speed	spg	tbl
QR	41	10	9	4
PR	41	9	9	4



DETROIT

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	td	int.
DET1	12	5	8	3	3
DET2	5	4	10	4	4

Running Backs

	no.	pts	attempts	yards	tds
DET1	20	15	15	15	7
DET2	43	6	5	4	7
DET3	42	6	5	4	6

Receivers

	no.	pts	catches	yards	tds
DET1	32	4	5	2	5
DET2	31	3	4	1	1
DET3	30	2	4	1	4
DET4	34	4	2	0	1
DET5	5	3	2	0	2
DET6	45	3	2	0	2

Offensive Line

	no.	blk.	pass blk.	run blk.
DET1	25	287	13	5
DET2	36	284	9	5
DET3	53	282	9	5
DET4	37	265	9	5
DET5	26	278	9	5

Defensive Line

	no.	pts	td	attempts	yards
DET1	30	5	5	7	3
DET2	33	5	7	7	5
DET3	32	5	5	6	5

Linebackers

	no.	pts	td	attempts	yards
DET1	38	10	5	10	11
DET2	34	7	12	6	6
DET3	39	5	6	6	6
DET4	35	6	7	6	7
DET5	31	8	5	6	5

Defensive Backs

	no.	pts	td	attempts	yards
DET1	35	10	11	9	10
DET2	36	3	7	7	8
DET3	24	7	10	6	7
DET4	38	12	11	12	10
DET5	29	5	9	5	5
DET6	28	5	10	5	5
DET7	27	4	9	4	4

Special Teams

	no.	pts	attempts
K	3	7	4
P	6	9	13

	no.	speed	attempts	yards
DET1	29	14	15	11
DET2	29	14	15	11

GREEN BAY

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	pass touchdowns	int.	rating
QB1	7	4	7	4	4	4
QB2	18	4	8	4	4	4

Running Backs

	no.	attempts	yards	TDs	fumbles
RB1	38	5	7	5	7
RB2	40	4	5	4	5
RB	38	5	7	7	7

Receivers

	no.	attempts	yards	TDs	int.
WR1	34	6	8	4	7
WR2	41	6	8	2	5
WR3	61	6	3	1	3
WR4	35	3	4	1	3
TE1	30	4	4	1	3
TE2	34	3	4	0	2

Offensive Line

	no.	pts	blk.	blk.
LT	75	260	7	4
LG	87	250	7	4
C	63	275	7	4
RG	65	305	7	4
RT	77	290	7	4

Defensive Line

	no.	attempts	yards	attempts	yards
DE	62	6	3	6	6
DT	58	7	6	6	6
NT	74	6	3	6	7

Linebackers

	no.	attempts	yards	attempts	yards
LOLB	30	12	18	13	14
LIOLB	31	11	18	10	1
ROLB	36	8	4	9	1
RIOLB	36	13	4	14	14
TEB	34	9	6	9	3

Defensive Backs

	no.	attempts	yards	pass def.	int.	fc.
SS	28	9	9	8	8	
FS1	26	10	3	18	13	
RCB1	34	11	4	12	11	
LCB1	25	10	3	9	13	
RCB2	32	5	3	4	5	
LCB2	27	7	3	6	7	
FS2	24	5	10	5	5	

Special Teams

	no.	attempts	yards
K	83	10	9
P	85	7	7

	no.	attempts	attempts	yards
KR	68	13	12	8
PR	75	11	19	6



HOUSTON

PLAYER RATINGS

Quadrants

	no.	pass range	pass 201 or	spd	accuracy
QB1	1	15	11	4	4
QB2	14	8	11	3	3

Running Backs

	no.	spd	acc	blk tbl	trls
RB1	14	1	5	5	7
RB2	23	4	4	4	5
RB	29	3	4	3	7

Receivers

	no.	spd	catch	blk tbl	spek
WR1	84	5	13	7	11
WR2	28	5	7	4	6
WR3	81	8	10	5	10
WR4	55	6	5	2	4
TE1	83	7	3	2	5
TE2	87	7	5	2	4

Defensive Line

	no.	blk	pass tbl	pass tbl
LT	78	200	11	1
LG	83	204	11	1
C	74	291	15	13
RG	79	288	11	1
RT	73	291	11	1

Defensive Line

	no.	spd	tbl	spk	pass
LE	95	12	10	10	13
LI	79	8	12	8	8
RI	85	4	8	8	4
RE	96	10	11	10	11

Linebackers

	no.	spd	tbl	spk	tbl
LB1	57	10	11	10	10
LB2	54	9	14	10	9
FLB	84	5	5	5	5
PLB	53	9	5	9	5

Defensive Backs

	no.	spd	tbl	pass tbl	tbl
SS	25	10	9	12	13
FS1	26	10	8	12	10
RCB1	21	10	10	11	10
LCB1	20	10	9	10	10
RCB2	23	9	9	9	9
LCB2	29	8	10	9	9
RC2	34	9	9	8	9

Special Teams

	no.	range	acc
K	8	3	5
P	5	13	5

	no.	speed	spk	break tbl
WR	87	9	5	5
WR	87	6	5	2

INDIANAPOLIS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accus.	qpt.	turnover
QB1	11	8	11	3	3
QB2	7	6	8	4	4

Running Backs

	no.	qpt.	apt.	blk. tbl.	runs
RB1	32	5	8	4	7
RB2	20	4	4	5	8
RB	23	3	4	2	10

Receivers

	no.	qpt.	catch	tbl.	qpt.
WR1	84	5	7	3	7
WR2	80	3	8	4	7
WR3	85	5	5	2	4
WR4	83	3	4	1	3
T1	88	5	3	8	4
T2	81	4	8	8	2

Offensive Line

	no.	no. blk.	pass blk.	run blk.
LT	71	320	8	4
LG	75	345	6	4
C	83	321	6	4
RG	86	351	6	4
RT	74	326	6	4

Defensive Line

	no.	qpt.	tbl.	apt.	pass.
DE	76	6	2	8	5
NT	82	8	6	8	8
RE	78	7	6	8	7

Linebackers

	no.	qpt.	tbl.	apt.	pass.
LOLB	81	6	4	6	6
LILB	84	7	13	6	7
ROLB	87	4	8	5	6
FOLO	80	10	18	5	11
PLB	86	7	5	6	7

Defensive Backs

	no.	qpt.	tbl.	pass cov.	interc.
SS	38	8	15	8	8
FS1	39	8	16	8	8
RCB1	36	8	15	7	8
LCB1	37	7	14	7	7
RCB2	35	3	14	3	3
LCB2	33	3	15	3	3
ISD	42	3	16	2	2

Special Teams

	no.	range	interc.
K	6	11	2
P	3	12	3

	no.	speed	apt.	break back
KR	83	7	8	3
PR	82	8	6	1



KANSAS CITY

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	qbr	rating
QB1	17	6	12	4	4
QB2	13	7	13	3	3

Running Backs

	no.	attempts	yards	trk.	touchdowns
RB1	23	11	14	5	7
RB2	14	8	8	4	4
RB	35	13	14	12	3

Receivers

	no.	attempts	catches	trk.	yards
WR1	33	7	6	3	5
WR2	31	4	5	2	4
WR3	32	0	5	2	3
WR4	33	10	4	2	3
TE1	35	3	3	1	3
TE2	36	5	4	2	3

Offensive Line

	no.	blk.	penalties	rating
LT	78	295	15	12
LG	79	278	11	7
C	81	299	11	7
RG	72	335	11	7
RT	74	305	11	7

Defensive Line

	no.	attempts	total	agg.	points
DE	99	10	11	8	8
DT	97	5	11	5	5
DE	93	7	8	7	7

Linebackers

	no.	attempts	total	agg.	points
LOLB	57	11	8	11	10
MILB	54	8	5	8	7
ROLB	56	8	7	7	7
ROLB	58	11	8	12	12
PLB	52	6	4	6	7

Defensive Backs

	no.	attempts	total	agg.	points
SS	27	7	10	6	7
FS	28	10	10	11	10
RCB1	31	8	14	8	8
LCB1	29	11	9	10	11
RCB2	33	4	11	4	4
LCB2	24	7	8	6	7
FS2	34	6	8	4	6

Special Teams

	no.	attempts	total
K	6	6	13
P	4	7	4

	no.	attempts	agg.	total
KR	44	10	10	8
PR	25	4	0	1

LOS ANGELES

PLAYER RATINGS

Quarterbacks

	no.	1st down	1st down acc.	yard.	rating
QB1	11	11	9	3	3
QB2	14	0	0	0	0

Running Backs

	no.	yard.	yard per car.	touch. down.	rating
RB1	39	0	0	7	10
RB2	43	0	0	4	0
FB	22	0	0	0	7

Receivers

	no.	yard.	yard per catch.	touch. down.	rating
WR1	80	11	10	7	10
WR2	83	17	7	4	7
WFO	84	9	5	3	4
WR3	30	0	0	2	4
TE1	87	0	7	4	5
TE2	86	0	0	3	4

Defensive Line

	no.	1st down blk.	yard blk.	rating
LD	64	305	10	0
LD	71	275	10	0
C	61	370	10	0
RD	66	285	10	0
RT	73	254	10	0

Defensive Line

	no.	1st down blk.	yard blk.	rating
LD	67	5	3	0
LD	65	5	3	0
RD	70	5	0	0
RD	68	5	7	0

Defensive Backs

	no.	yard.	yard per int.	rating
LB	53	0	0	7
MLB	52	0	10	0
RLB	58	0	4	0
FLB	54	0	7	0

Defensive Backs

	no.	yard.	yard per int.	rating
SS	26	7	0	6
FS1	25	5	0	0
FS2	41	0	7	0
LCB1	29	0	7	0
FCB	27	0	0	0
LCB2	28	0	3	0
RS2	32	7	7	7

Special Teams

	no.	yard.	rating
K	10	7	15
P	6	4	7

	no.	yard.	yard per kick.	rating
KR	87	0	0	4
PR	87	0	10	4



MIAMI

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scoring
QB1	13	10	10	3	4
QB2	9	9	9	3	3

Running Backs

	no.	spd.	apt.	blk.	break.
RB1	44	19	8	8	3
RB2	21	11	11	11	8
FB	34	3	4	3	8

Receivers

	no.	spd.	catch.	blk.	kick.
WR1	85	10	11	7	11
WR2	83	10	11	7	11
WR3	49	3	8	4	4
WR4	81	8	7	8	7
TE1	80	5	5	2	6
TE2	64	6	6	3	5

Offensive Line

	no.	blk.	pass block.	run block.
LT	78	298	14	13
LG	69	208	14	12
C	65	282	11	8
RG	61	204	11	8
RT	74	296	13	9

Defensive Line

	no.	spd.	total	apt.	force.
DE	95	7	4	7	7
NT	29	7	4	7	8
DE	91	8	7	8	8

Linebacker

	no.	spd.	total	apt.	force.
LOB	82	9	8	10	9
LIR	54	5	5	5	6
ROL	80	5	7	5	8
ROU	58	7	3	7	7
PLA	61	8	6	7	6

Defensive Backs

	no.	spd.	total	pass cov.	interc.
SS	28	8	12	8	8
FS1	25	3	10	10	5
FS2	43	3	10	5	8
LCB1	24	4	11	5	4
RCB1	35	1	12	3	1
RCB2	32	2	11	2	2
FS3	45	3	10	4	6

Special Teams

	no.	range	accur.
K	18	18	10
P	4	16	10

	no.	speed	apt.	break back.
KR	34	7	8	4
PR	37	8	9	4

MINNESOTA

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	pass TDs	rating
DAK	16	7	11	5	4
DAK	11	2	8	3	3

Running backs

	no.	attempts	yards	TDs	rating
HR1	23	10	11	8	7
HR2	21	11	18	9	4
FB	44	8	8	5	8

Receivers

	no.	attempts	yards	TDs	rating
WR1	81	3	8	2	4
WR2	80	6	9	4	8
WR3	81	5	4	1	2
WR4	82	3	3	8	3
T1	83	4	8	3	4
T2	88	3	3	8	3

Offensive line

	no.	attempts	yards	TDs
LT	85	252	14	11
LG	84	211	14	11
C	83	203	18	7
RG	88	285	18	7
RT	88	295	18	7

Defensive Line

	no.	attempts	yards	TDs	rating
LE	86	5	8	5	5
LT	83	18	8	8	8
RE	87	18	12	8	8
RE	86	7	12	8	8

Linebackers

	no.	attempts	yards	TDs	rating
LLB	85	8	8	8	4
MLB	80	7	8	8	4
RLB	87	9	18	8	7
PLB	81	7	4	8	7

Defensive Backs

	no.	attempts	yards	TDs	rating
DB	47	15	11	13	15
FS1	25	13	11	13	13
FS2	46	12	11	12	12
LSB1	39	11	11	9	11
LSB2	28	8	10	10	8
LSB3	28	8	10	8	8
LSB	27	8	11	7	8

Special teams

	no.	attempts	yards	TDs
K	7	7	7	
P	18	18	7	

	no.	attempts	yards	TDs
KR	25	11	11	7
PR	87	8	8	3



NEW ENGLAND

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	tds	accuracy
Q01	7	18	80	4	3
Q02	10	1	7	3	3

Running Backs

	no.	spg	agi	blkcm	trckmcs
R01	32	11	11	8	1
R02	24	6	5	4	7
R0	44	5	5	4	5

Wideouts

	no.	spg	catch	tblcm	spk
WR1	80	8	8	8	8
WR2	86	8	7	4	5
WR3	85	12	5	3	5
WR4	81	8	4	1	5
WR1	85	3	18	5	8
WR2	87	3	4	1	4

Defensive Line

	no.	blk	cm	tblblk	tbltbl
LT	78	284	13	8	
LG	76	285	8	4	
C	74	286	5	4	
RG	75	284	8	4	
RT	77	280	5	4	

Defensive Line

	no.	spg	tbl	tbl	tbl
LE	96	6	6	7	8
NT	88	7	5	5	8
RE	90	7	5	7	8

Linebackers

	no.	spg	tbl	tbl	tbl
LOLB	58	9	7	9	10
MLB	54	4	8	5	3
RI	56	7	12	8	6
ROLB	55	5	3	5	8
PLS	57	5	4	4	3

Defensive Backs

	no.	spg	tbl	tbl	tbl
SS	41	7	5	9	7
FS1	48	5	5	8	8
FCB1	26	9	5	9	9
LCB1	37	10	6	18	10
FCB2	22	4	6	3	4
LCB2	21	7	6	8	7
SS2	28	5	6	5	5

Special Teams

	no.	range	tbl
K	8	8	4
P	11	8	7

	no.	speed	tbl	tbl
KR	24	10	11	6
PR	38	6	8	2

NEW JERSEY

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	tds	int.	rating
DAW	7	11	18	4	3	3
DAL	8	0	5	3	3	3

Running Backs

	no.	attempts	yards	tds	int.	rating
HRT	32	12	12	4	8	8
HOB	24	7	8	7	7	7
FB	30	11	11	10	3	3

Receivers

	no.	attempts	catches	yards	tds	rating
WPI	88	7	10	3	9	9
WPC	55	6	10	5	9	9
WPD	87	6	4	2	4	4
WPE	81	5	5	2	5	5
TE1	80	3	4	1	3	3
TE2	84	3	4	1	4	4

Offensive Line

	no.	blk.	pen.	attempts	yards	rating
LT	89	288	7	3	3	3
LG	86	284	7	3	3	3
C	53	265	7	3	3	3
RG	87	212	7	3	3	3
RT	75	207	7	3	3	3

Defensive Line

	no.	attempts	yards	attempts	yards	rating
DE	87	8	7	8	8	8
LT	94	7	8	5	5	5
RE	80	8	8	7	7	7
RE	95	10	8	8	8	8

Linebackers

	no.	attempts	yards	attempts	yards	rating
LLB	57	6	7	4	8	8
MILB	59	7	12	7	8	8
RLB	60	6	4	7	8	8
PLB	58	8	3	8	7	7

Defensive Backs

	no.	attempts	yards	pass def.	int.	rating
SS	48	5	7	5	5	5
FS1	22	7	6	8	7	7
FS2	40	8	8	8	8	8
LCB1	43	10	7	10	10	10
RCB2	21	2	6	2	2	2
LCB2	45	1	7	2	1	1
FS3	31	3	8	4	3	3

Special Teams

	no.	attempts	yards	rating
K	5	0	8	8
P	4	8	5	5

	no.	attempts	yards	rating
KR	81	10	8	8
PR	81	8	7	3



NEW ORLEANS

PLAYER RATINGS

Centerbacks

	no.	pass range	pass acc%	spd	score/ptg
QB1	3	5	10	4	4
QB2	4	5	9	3	3

Running Backs

	no.	spd	spg.	tkl.	rec/yd
RB1	25	9	8	8	6
RB2	21	8	7	8	5
RB	20	12	12	3	8

Receivers

	no.	spd	catch.	tkl.	spg.
WR1	94	6	9	5	6
WR2	85	8	9	5	9
WR3	80	10	6	2	5
WR4	80	4	4	1	3
TE1	30	4	4	2	3
TE2	85	5	4	1	4

Offensive Line

	no.	blk	pass blk.	net blk.
LT	74	284	10	9
LG	72	298	10	5
C	41	260	10	5
RG	70	286	10	5
RT	87	278	10	6

Defensive Line

	no.	spd	tkl.	spg.	pass blk.
LE	80	6	3	5	8
RE	94	8	5	6	7
FE	73	9	4	9	8

Linebackers

	no.	spd	tkl.	spg.	awar.
LB1	27	14	7	15	19
LB2	51	15	10	12	11
MLB	99	10	4	12	11
ROLB	66	14	7	10	15
RE	52	11	9	10	9

Defensive Backs

	no.	spd	tkl.	pass cov.	interp.
SS	39	10	13	12	12
FS1	28	14	14	14	14
FS2	41	10	14	13	12
LCB1	28	10	10	14	13
RCB1	27	8	10	10	8
LCB2	43	7	10	8	7
RCB2	29	8	10	8	8

Special Teams

	no.	range	acc%
K	7	15	11
P	6	12	6

	no.	spg.	spg.	break tackl.
KR	28	7	7	3
PR	22	4	3	1

NEW YORK

PLAYER RATINGS

Quarterbacks

	no.	pass. yards	pass. score	spd.	scrability
QB1	15	6	12	4	5
QB2	11	2	10	3	2

Running Backs

	no.	spd.	agl.	tbl.	scals.
RB1	27	14	14	12	7
RB2	20	7	8	6	5
FB	24	7	8	8	9

Widebacks

	no.	spd.	catch.	tbl.	quik.
WB1	82	8	7	4	5
WB2	85	10	5	7	5
WB3	81	3	3	9	2
WB4	88	8	3	1	3
WB5	87	7	4	1	3
TE2	86	4	3	9	3

Offensive Line

	no.	blk.	pass. def.	run. def.
LT	76	204	12	11
LG	85	281	12	11
C	85	263	8	8
RG	80	359	8	8
RT	72	275	8	8

Defensive Line

	no.	spd.	tbl.	agl.	pass.
LE	77	5	7	6	5
DE	74	5	5	6	4
RE	79	8	9	10	11

Linebackers

	no.	spd.	tbl.	agl.	inter.
LB1	58	13	8	12	10
LB2	68	9	5	8	8
LB3	52	14	11	15	14
LB4	54	14	5	14	14
FLB	53	8	3	8	8

Defensive Backs

	no.	spd.	tbl.	pass. cov.	inter.
SS	47	9	14	8	8
FS1	28	8	14	8	8
RCB1	28	11	13	12	11
LCB1	25	14	12	13	11
RCB2	23	6	13	5	6
LCB2	21	4	14	5	4
ESB	26	5	17	4	5

Special Teams

	no.	range	scor.
K	9	11	11
P	5	12	7

	no.	speed	agl.	block
WR	30	11	8	6
TE	30	10	9	5



DARTLAND

PLAYER RATINGS

Centerbacks

	no.	pts range	pts total	avg	accuracy
QB1	13	8	8	4	4
QB2	17	8	11	3	2

Running Backs

	no.	avg	pts	tot	range
RB1	29	9	18	7	8
RB2	32	7	7	7	8
RB	34	7	8	6	5

Receivers

	no.	avg	catch	tot	pts
WR1	33	13	3	1	3
WR2	36	8	5	3	4
WR3	31	5	5	3	3
WR4	35	5	3	0	4
TE1	38	5	7	3	5
TE2	37	3	3	4	4

Offensive Line

	no.	pts	pass blk	run blk
LT	69	298	18	8
LG	78	288	14	13
C	72	281	14	12
RG	65	293	13	11
RT	68	296	18	5

Defensive Line

	no.	avg	tot	pts	pass
DE	84	83	8	10	13
DT	79	5	8	4	4
FT	20	7	7	8	8
FC	63	12	4	11	10

Linebackers

	no.	avg	tot	pts	pass
LLB	58	6	8	7	7
MLB	50	8	10	4	4
RLB	54	5	8	6	7
FLB	48	8	8	8	4

Defensive Backs

	no.	avg	tot	pts	interc.
SS	42	12	8	13	12
FS	23	18	10	18	18
RCB1	48	13	10	13	13
LCB1	36	8	8	8	8
RCB2	46	5	5	4	6
LCB2	43	5	4	5	6
PB	35	4	5	5	4

Special Teams

	no.	range	score
K	18	10	14
P	8	13	14

	no.	speed	avg	total
KR	15	8	8	2
PR	11	12	11	7

PHILADELPHIA

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	pass TD's	int.	rating
QB1	12	11	13	0	0	0
QB2	8	7	13	4	4	4

Running Backs

	no.	attempts	yards	TD's	fumbles
RB1	24	5	5	0	2
RB2	32	7	3	5	2
RB	41	8	2	0	5

Wide Receivers

	no.	attempts	catches	yards	TD's
WR1	15	3	7	4	0
WR2	10	3	4	1	0
WR3	20	6	4	1	3
WR4	14	5	4	0	3
WR	59	4	5	2	5
TE	10	0	2	0	3

Offensive Line

	no.	runs	yards	TD's	fumbles
LT	73	280	6	3	
LG	76	290	8	3	
C	72	275	6	3	
RG	67	285	6	3	
RT	77	325	8	3	

Defensive Line

	no.	attempts	TD's	yards	TD's
DE	32	11	0	13	13
DT	14	0	4	5	0
DE	46	0	0	0	0
DE	96	10	0	12	12

Linebackers

	no.	attempts	TD's	yards	TD's
LB	59	14	0	12	15
MLB	66	10	0	0	11
FLB	55	10	0	0	10
PLB	51	12	0	10	11

Defensive Backs

	no.	attempts	TD's	yards	TD's
SS	20	11	0	11	11
FS	48	15	14	15	15
FCB	21	10	10	14	10
LCB	20	11	10	10	11
FCB2	20	0	14	0	0
LCB2	30	10	10	10	10
FS2	42	7	10	0	7

Special Teams

	no.	attempts	TD's	yards
K	7	0	14	
P	5	0	11	

	no.	attempts	yards	TD's
QB	70	11	50	0
QB	80	7	0	3



PHOENIX

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass. accur.	qpr	scrabble
QB1	3	19	8	6	7
QB2	17	0	7	3	3

Running Backs

	no.	spcl.	appt.	blk. tbl.	pts
RB1	36	9	9	9	9
RB2	37	5	5	8	8
FB	34	8	7	7	7

Wide Receiv.

	no.	spcl.	catch.	tbl.	qpr
WR1	87	8	6	3	8
WR2	86	8	9	4	7
WR3	88	4	5	2	4
WR4	89	8	3	8	3
TE1	85	3	3	8	2
TE2	89	3	3	8	3

Offensive Line

	no.	bl.	pass. blk.	run blk.
LT	87	295	8	7
LG	88	375	8	7
C	78	304	8	7
RG	61	291	8	7
RT	63	309	8	7

Defensive Line

	no.	spcl.	tbl.	appt.	pts
DE	94	6	2	5	6
DT	96	5	2	5	5
DE	98	7	3	8	8

Linebackers

	no.	spcl.	tbl.	appt.	pts
LB#	96	14	7	13	15
LB#	98	9	9	8	3
FLB	97	8	3	8	3
ROLB	96	17	8	13	14
FLB	94	8	4	9	10

Defensive Backs

	no.	tbl.	tbl.	pass. pr.	int.
SS	48	12	14	11	12
FS	38	8	16	8	3
FSB1	29	9	14	8	9
LCB	35	10	14	11	10
FSB2	23	5	14	5	3
LCB2	48	4	14	2	4
FS2	76	5	19	3	5

Special Teams

	no.	range	accur.
K	5	9	6
P	18	15	7

	no.	speed	appt.	break tbl.
KR	37	11	11	8
PR	80	8	8	3

PITTSBURGH

PLAYER RATINGS

Double faults

	no.	pts range	pts accr.	avg	margin
DE1	6	4	6	3	3
DE2	14	5	9	4	4

Rating facts

	no.	avg	avg	diff. total	rank
DE1	29	10	8	8	3
DE2	34	4	4	4	6
DE	32	10	10	8	8

Receives

	no.	avg	catch	diff. total	rank
DE1	40	6	7	4	6
DE2	25	14	8	4	8
DE3	67	2	4	1	2
DE14	28	6	5	1	5
DE-1	88	6	6	2	6
DE2	34	5	4	1	4

Service Line

	no.	pts	pts /100	pts /100
LT	85	249	7	4
LS	67	286	7	4
C	60	374	10	7
RS	77	295	7	4
RT	72	295	7	4

Defensive Line

	no.	avg	total	avg	margin
LE	37	6	6	6	6
RE	28	6	6	6	6
RE	22	9	6	9	8

Linebackers

	no.	avg	total	avg	margin
LOLB	52	6	6	7	6
ALB	54	7	6	6	6
MLB	58	4	5	5	4
ROLB	60	11	8	11	8
PLB	57	19	6	19	19

Defensive Backs

	no.	avg	total	avg	margin
DE	37	5	7	5	5
FS1	37	9	8	9	8
FCB1	26	6	6	6	6
LCB1	24	7	7	8	7
FCB2	44	3	6	3	3
LCB2	45	5	7	3	5
FS2	22	3	8	2	3

Special teams

	no.	range	accr.
K	1	11	5
P	3	7	6

	no.	speed	avg	total
DB	26	6	10	6
DB	26	11	11	5

SAN DIEGO

PLAYER RATINGS

Outfielders

	no.	runs hr/avg	total avg/acc	avg	strategy
OS1	16	6	3	3	3
OS2	12	8	8	3	3

Running Risks

	no.	avg	avg	hr/avg	hr/avg
HR1	22	12	11	11	8
HR2	23	10	11	8	11
HR	26	11	12	10	8

Receivers

	no.	avg	catch	hr/avg	avg
WR1	23	7	8	3	8
WR2	21	4	5	2	3
WR3	21	3	4	1	3
WR4	22	3	3	0	3
TE1	25	3	4	0	3
TE2	24	3	3	0	4

Offensive Line

	no.	hr/avg	avg	hr/avg
LT	61	291	7	3
LG	77	303	7	3
C	53	387	10	6
RG	65	318	7	3
RT	76	296	7	3

Defensive Line

	no.	avg	hr/avg	avg	hr/avg
LE	94	5	7	5	5
LT	90	5	15	4	5
RT	75	6	7	6	5
RE	92	6	18	6	5

Linebackers

	no.	avg	hr/avg	avg	hr/avg
MLB	95	10	12	11	12
MLB	94	6	4	5	5
MLB	94	15	6	10	12
PLB	57	6	6	6	7

Defensive Backs

	no.	avg	hr/avg	avg	hr/avg
SS	29	8	9	9	8
FS1	24	8	8	6	6
RCB1	25	8	8	8	8
LCB1	27	11	8	10	11
RCB2	27	5	8	4	5
LCB2	28	4	8	4	4
FS2	23	5	8	4	5

Special Teams

	no.	range	score
K	3	18	3
P	13	7	9

Block

	no.	speed	avg	tack
WR	81	14	14	9
WR	81	12	13	6

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass score	qpr	rating
OSI	8	6	12	7	7
OSZ	13	13	10	5	4

Running Backs

	no.	qpr	avg.	totl	break
HB1	30	10	8	8	7
HB2	35	6	8	7	5
FB	44	5	7	5	5

Receivers

	no.	qpr	catch	totl	qpr
WR1	60	10	12	8	12
WR2	60	10	10	7	9
WR3	58	7	6	3	6
WR4	66	11	6	3	4
TE1	64	10	6	4	9
TE2	61	5	5	3	5

Offensive Line

	no.	bc.	pass blk.	run blk.
LT	67	201	9	9
LG	67	202	10	6
C	61	208	6	5
RG	70	204	9	5
RT	74	211	9	5

Defensive Line

	no.	qpr	totl	qpr	pass
LE	78	6	7	7	5
NT	85	4	7	4	5
RE	75	6	5	5	5

Linebackers

	no.	qpr	totl	qpr	pass.
LOB	54	13	5	13	13
LILB	59	11	5	9	10
PLB	70	6	5	5	5
ROLB	63	10	7	10	10
PLB	55	8	5	8	10

Defensive Backs

	no.	qpr	totl	pass cov.	inter.
SS	40	10	13	10	10
FS1	33	14	11	10	11
ROB1	39	11	13	8	11
LOB1	34	8	11	8	8
ROB2	45	8	11	7	8
LOB2	35	6	11	5	6
FS2	31	6	13	6	6

Special Teams

	no.	range	score
K	6	7	1
P	4	6	5

	no.	speed	qpr	totl
KR	35	11	10	6
PR	67	9	9	3



SEATTLE

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur.	spg	turnover
DB1	15	2	6	3	3
DB2	11	0	3	3	3

Running Backs

	no	spg	spg	blk.	touch.
HB1	20	4	5	5	7
HB2	20	5	5	3	4
FB	20	0	10	10	12

Receivers

	no	spg	catch.	blk.	conv.
WR1	26	5	16	8	10
WR2	24	5	7	4	7
WR3	24	4	6	3	5
WR4	22	4	4	1	5
T1	26	6	4	2	3
T2	26	3	4	1	4

Offensive Line

	no	cg	pass block.	rpt block.
LT	22	202	0	0
LG	22	213	0	0
C	24	252	0	0
RG	21	218	0	0
RT	22	206	0	0

Defensive Line

	no	spg	tbl	spg	touch.
LE	23	8	8	8	8
LT	22	4	3	5	5
RE	26	9	8	8	7
RT	27	5	5	4	6

Linebackers

	no	spg	tbl	spg	touch.
LLB	20	8	10	9	10
MLB	22	7	4	8	8
FLB	21	13	6	14	13
FLB	22	8	9	8	8

Defensive Backs

	no	spg	tbl	conv.	interp.
SS	22	8	12	8	8
FS1	41	10	12	10	10
FS2	27	9	13	9	9
LCB1	26	12	12	10	12
RCB1	26	4	12	5	4
LCB2	24	7	12	5	7
RCB2	25	3	12	6	8

Special Teams

	no	range	accr
K	4	11	12
P	14	8	3

	no	spg	spg	touch.
KR	42	12	13	0
PR	42	0	5	4

TAMPA BAY

PLAYER RATINGS

Quarterbacks

	no.	pass range	yards scored	avg	accuracy
QB1	14	6	7	4	4
QB2	17	9	10	3	3

Running Backs

	no.	avg	yards	pts. total	yards per att.
RB1	33	18	13	8	8
RB2	40	6	6	5	6
RB	26	6	5	4	7

Receivers

	no.	avg	yards	pts. total	yards per att.
WR1	80	6	6	2	6
WR2	80	5	4	2	3
WR3	87	6	3	0	1
WR4	84	3	3	0	1
TR1	82	3	4	0	2
TR2	89	4	2	0	2

Defensive Line

	no.	pts. total	run stop
LT	78	260	8
LC	70	273	6
C	51	284	5
RC	80	308	5
RT	70	308	5

Defensive Line

	no.	avg	total	avg	yards
DE	79	7	5	6	6
LT	58	6	4	5	4
RT	66	8	3	7	8
BL	52	7	8	6	7

Linebackers

	no.	avg	total	avg	yards
LLB	54	8	5	8	8
MLB	56	7	5	7	7
RLB	57	13	13	12	12
FLB	58	6	5	7	6

Defensive Backs

	no.	avg	total	pts. total	yards per att.
SS	28	16	13	8	10
FS	23	8	10	8	8
RCB1	44	8	14	8	8
LCB1	29	18	12	9	10
RCB2	22	4	10	3	4
LCB2	22	7	14	2	7
ES	30	4	12	4	4

Special Teams

	no.	range	yards
K	1	11	10
P	4	7	1

	no.	speed	avg	yards total
KR	48	8	8	4
PR	87	11	9	5



WASHINGTON

PLAYERS NAMES

Quarterbacks

	no.	pass range	pass attempts	pts.	touchdowns
QB1	11	11	5	3	4
QB2	10	8	5	3	3

Running backs

	no.	pts.	yards	TD	penalty
RB1	24	15	14	12	8
RB2	22	11	18	10	8
FB	17	8	7	8	7

Receivers

	no.	pts.	catches	yards	TD
WR1	24	14	12	8	12
WR2	21	8	10	7	11
WR3	20	6	6	5	7
WR4	20	7	5	3	5
TE1	20	7	7	4	7
TE2	20	5	4	2	5

Offensive Line

	no.	pts.	pass blocks	run blocks
LT	19	260	15	12
LG	28	200	11	7
C	33	250	11	7
RG	29	280	14	11
RT	18	300	11	7

Defensive Line

	no.	pts.	tds	pts.	penalty
DE	11	18	8	9	10
LE	15	5	4	6	6
DT	18	7	6	7	7
RE	20	8	4	7	7

Linebackers

	no.	pts.	TD	pts.	penalty
LB1	28	24	7	13	13
LB2	24	20	4	10	11
FB1	25	14	8	13	14
FB2	24	15	8	15	15

Defensive Backs

	no.	pts.	TD	pts.	penalty
DB	25	12	13	10	12
FS	27	14	13	13	14
SS1	28	15	13	15	15
SS2	35	14	12	13	14
DB2	25	10	12	8	10
CB1	20	8	12	8	8
DB3	24	8	12	7	8

Specialists

	no.	range	score
K	8	10	7
P	2	4	18

	no.	speed	pts.	TD
KR	30	9	5	5
PR	30	14	15	8

MADDEN GREATS

PLAYER RATINGS

Quarterbacks

	no.	pass rate%	pass accur.	qbr	workldg
QB1	94	17	15	4	4
QB2	12	12	12	4	6

Running Backs

	no.	spd	agl	brk tbl	brk tbl
RB1	34	15	15	15	7
RB2	10	15	15	15	3
FB	14	15	15	15	6

Receivers

	no.	spd	catch	tbl	tbl	tbl
WR1	54	14	12	8	14	
WR2	21	15	11	8	12	
WR3	24	7	11	4	7	
WR4	25	7	11	5	7	
TE1	27	8	9	5	8	
TE2	28	8	9	5	8	

Offensive Line

	no.	br.	pass blk.	tbl tbl
LT	78	245	14	12
LG	83	255	14	12
C	82	261	16	12
RG	73	245	12	11
RT	86	255	11	9

Defensive Line

	no.	spd	tbl	tbl	tbl
LE	92	13	12	13	12
LT	75	11	9	12	13
RT	54	8	13	8	8
RE	94	13	11	13	14

Linebackers

	no.	spd	tbl	tbl	tbl
LLB	58	15	12	14	15
MLB	58	15	12	15	15
RLB	54	13	12	12	14
FLB	82	12	12	12	14

Defensive Backs

	no.	spd	tbl	tbl	tbl
SS	42	15	15	15	15
FS	32	15	14	14	15
RCB	47	13	14	14	13
LCB	28	13	7	15	15
RCB2	24	15	12	15	15
LCB2	27	11	15	10	13
FS2	45	15	12	14	15

Special teams

	no.	range	tbl
K	7	11	15
P	8	10	15

	no.	speed	tbl	tbl
BB	30	15	15	11
PR	84	11	10	8

MIAMI 72

PLAYER RATINGS

Quarterbacks

	no	pass range	pass count	spd	accuracy
QB1	13	3	11	3	3
QB2	19	3	8	4	4

Running Backs

	no	spd	agl	blk. tbl	break
RB1	27	14	25	14	0
RB2	21	18	10	0	6
RB	39	75	10	14	6

Receivers

	no	spd	catch	blk. tbl	spk.
WR1	42	32	4	2	5
WR2	9	30	3	1	3
WR3	88	9	3	0	3
WR4	62	33	2	0	1
TE1	53	4	2	0	3
TE2	88	7	3	0	3

Offense Line

	no	blk	pass blk.	tbl blk.
LT	75	268	11	6
LG	67	249	14	12
C	62	230	11	8
RG	66	246	14	12
RT	73	251	11	8

Defense Line

	no	spd	tbl	agl	pass
DE	39	7	10	7	1
LB	76	5	18	3	4
RT	72	8	8	6	4
RE	84	10	15	9	0

Linebackers

	no	spd	tbl	agl	pass
LLB	59	15	8	15	19
MILB	85	12	12	12	14
PLB	67	14	4	13	14
RLB	51	12	3	11	17

Defensive Backs

	no	spd	tbl	tbl blk	tbl tbl
SS	13	15	15	19	15
FS	40	12	25	13	12
RCB1	45	12	25	13	12
LCB1	28	14	25	14	16
RCB2	25	18	25	18	18
LCB2	36	8	21	6	6
FS2	49	8	21	8	7

Special Teams

	no	range	acc.	break
K	1	7	3	
P	26	6	3	

	no	speed	agl	tbl tbl
QP	32	12	13	8
PS	23	11	10	5

NEW YORK EG

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	avg yards	tds
QB1	11	17	8	4	4
QB2	17	8	3	3	1

Running Backs

	no.	attempts	yards	avg. yards	tds
RB1	26	15	65	15	4
RB2	22	6	7	6	6
RB	44	7	6	7	1

Receivers

	no.	attempts	yards	avg. yards	tds
WR1	66	11	6	3	4
WR2	67	11	5	3	6
WR3	69	11	4	2	3
WR4	65	16	4	1	3
TE1	68	6	6	6	9
TE2	64	6	5	1	4

Defensive Line

	no.	blk.	pass blk.	run blk.
DE	60	221	7	6
LB	67	246	7	6
CB	65	262	7	6
FS	61	264	7	6
DT	63	264	7	6

Defensive Line

	no.	blk.	blk.	avg. yards	yards
LB	75	6	6	1	6
DT	74	6	7	7	6
DE	76	12	11	12	12

Linebackers

	no.	attempts	yards	avg. yards	yards
LB1	58	12	9	14	12
LB2	55	6	3	1	6
MLB	52	6	7	9	6
ROLB	56	12	12	12	14
FLB	53	6	3	3	6

Defensive Backs

	no.	attempts	blk.	pass blk.	yards
SS	48	19	6	11	16
FS	27	11	6	6	11
ROFB	23	12	6	12	12
LOFB	25	6	7	6	6
RODB	34	7	7	6	7
LODB	36	7	6	6	7
ESD	26	7	6	7	7

Special Teams

	no.	range	yards
K	2	6	6
P	5	15	16

	no.	attempts	avg. yards	yards
RT	60	6	16	6
PT	60	6	6	2

OAKLAND 76

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	attempts	rating
QB1	12	10	11	3	3
QB2	15	1	0	3	3

Running Backs

	no.	attempts	yards	attempts	rating
RB1	25	10	11	10	5
RB2	42	5	5	8	5
RB	33	15	15	14	5

Receivers

	no.	attempts	yards	attempts	rating
WR1	21	15	11	5	12
WR2	25	7	11	5	7
WR3	40	12	8	2	5
WR4	31	11	5	7	5
TE1	37	8	5	5	5
TE2	46	3	4	2	4

Offensive Line

	no.	no.	pass blocks	run blocks
LT	78	265	14	12
LG	83	254	14	12
C	50	256	10	8
RG	84	219	18	8
RT	75	286	18	8

Defensive Line

	no.	attempts	yards	attempts	rating
DT	12	8	3	5	8
DE	14	7	5	5	8
TE	48	5	4	4	4

Linebackers

	no.	attempts	yards	attempts	rating
LB1	41	11	5	11	10
LB2	39	3	5	7	5
FLB	54	11	11	13	11
FRB	43	5	7	10	10
PLB	42	5	4	5	5

Defensive Backs

	no.	attempts	yards	pass blocks	interc.
SS	43	11	13	10	11
FS1	30	11	10	11	11
FS2	24	13	11	13	13
LCB1	26	11	10	10	11
RCB1	10	8	12	7	7
LCB2	38	7	13	5	7
RCB2	47	8	11	8	9

Special teams

	no.	attempts	attempts
K	14	8	1
P	5	10	15

	no.	attempts	attempts	blocks
WR	31	12	11	8
PL	20	12	13	6

DALLAS 77

PLAYER RATINGS

Quarterbacks

	no	pass attempts	pass yards	qbr	rating
QB1	12	8	14	5	5
QB2	11	0	2	3	3

Running Backs

	no	attempts	yards	td	rating
RB1	53	15	15	13	5
RB2	26	9	9	3	5
FB	44	10	11	12	5

Wide Receivers

	no	attempts	catches	yards	rating
WR1	83	6	3	7	2
WR2	68	11	7	4	7
WR3	86	4	3	0	3
WR4	80	3	3	0	3
TE1	89	5	4	1	3
TE2	87	3	3	0	3

Defensive Line

	no	tot	pass yards	tot yards
LT	73	250	13	12
LQ	83	250	8	8
C	87	258	11	12
RG	84	248	12	11
RT	87	258	6	8

Defensive Line

	no	attempts	tot	pass	rating
LE	73	11	10	13	11
LE	75	7	12	7	6
RE	54	8	12	8	8
RE	78	11	12	11	12

Linebackers

	no	attempts	tot	pass	rating
LLB	34	14	5	15	15
MLB	53	10	5	11	11
MLB	30	15	4	14	15
PLB	58	10	4	18	18

Defensive Backs

	no	attempts	tot	pass	rating
DB	41	14	14	12	14
DB1	43	15	14	14	15
RCB	25	11	18	10	11
LCB1	31	11	15	10	11
RCO	42	8	15	2	8
LCO2	20	10	15	2	18
FS	48	8	15	3	8

Special Teams

	no	range	attempts	rating
K	1	0	2	
P	11	6	5	

	no	attempts	attempts	rating
MR	86	13	13	8
MR	86	8	7	4

PITTSBURGH 78

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accut.	spd.	scoring
QB1	12	9	12	4	4
QB2	15	0	1	3	3

Running Backs

	no.	spd.	agi.	blk. total	blk/s.
RB1	25	12	10	18	1
RB2	34	9	5	6	4
FB	27	14	14	14	0

Receivers

	no.	spd.	catch	blk. total	blk/s.
WR1	42	12	7	3	7
WR2	45	7	11	4	7
WR3	35	4	0	0	0
WR4	43	3	2	0	0
TE1	44	5	5	2	3
TE2	48	7	3	1	2

Offensive Line

	no.	blk.	pass blk.	blk. total
LT	65	269	13	40
LG	47	226	11	8
C	52	248	15	13
RG	73	244	11	8
RT	74	243	11	8

Defensive Line

	no.	spd.	blk.	agi.	pass
LE	66	8	10	4	9
LT	75	11	9	10	13
RT	64	9	7	1	8
RE	76	8	7	8	8

Linebackers

	no.	spd.	blk.	agi.	pass
LB1	55	15	12	14	15
LB2	54	15	12	15	15
FLB	51	11	5	12	11
PLB	54	10	4	11	10

Defensive Backs

	no.	spd.	blk.	pass agi.	interc.
DB	37	12	15	10	17
FSB	33	12	15	11	12
ROB1	47	15	15	14	18
LCB1	29	13	15	14	15
ROB2	30	7	15	8	7
LCB2	27	12	15	11	17
FS2	38	8	15	6	8

Special teams

	no.	range	accut.
K	18	5	1
P	5	7	7

	no.	speed	agi.	break tackl.
KR	30	14	14	11
PR	43	7	7	3

WASHINGTON 02

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass attempts	yards	rating
QB1	7	12	17	8	6
QB2	8	8	7	3	3

Running Backs

	no.	yards	yards	touch downs	fumbles
RB1	25	9	8	7	2
RB2	28	3	9	7	8
RB	44	14	15	12	4

Receivers

	no.	yards	yards	touch downs	interceptions
WR1	31	7	8	5	8
WR2	37	13	11	8	11
WR3	52	18	5	3	5
WR4	82	3	8	2	3
TE1	35	5	7	4	3
TE2	35	3	5	2	5

Offense Total

	no.	pts.	total yards	total yards
LT	82	285	8	7
LG	88	272	8	7
C	52	244	8	7
RG	42	255	8	7
RT	74	280	8	7

Defense Line

	no.	yards	total yards	total yards	total yards
LE	76	8	8	11	11
LT	85	7	11	7	7
RT	77	7	5	6	6
RE	72	12	8	12	12

Linebackers

	no.	yards	total yards	total yards	total yards
LB1	52	13	8	14	14
LB2	57	10	8	12	12
LB3	57	13	4	12	14
P.L.B.	51	18	4	5	10

Defensive Backs

	no.	yards	total yards	total yards	total yards
DB1	33	10	12	11	10
DB2	28	12	13	12	12
FCB1	32	15	12	15	15
LCB1	45	15	12	18	15
FCB2	47	7	11	7	7
LCB2	42	7	13	6	7
FCB	32	8	13	6	8

Special Teams

	no.	yards	yards
K	3	11	15
P	3	3	4

	no.	yards	yards	total yards
PK	21	14	13	8
PK	21	8	8	4

SAN FRANCISCO 84

PLAYER RATINGS

Goalkeepers

	no.	pts s/pt	pts acc.	spd	scorable
GR1	14	12	13	4	4
GR2	6	7	10	3	3

Running Backs

	no.	spd	apt	blk	trck
RB1	24	15	15	14	8
RB2	24	7	8	8	5
RB	32	12	11	9	12

Receivers

	no.	spd	catch	blk	apt
WR1	87	11	8	6	9
WR2	86	12	8	5	8
WR3	86	11	5	3	6
WR4	85	8	8	3	5
TE1	86	6	6	4	5
TE2	87	7	6	3	5

Defensive Line

	no.	blk	pts blk	pts trck
LT	77	206	15	11
LG	61	263	81	9
C	56	206	11	8
RG	51	263	11	9
RT	71	206	11	8

Defensive Line

	no.	spd	blk	apt	pts
LE	85	7	8	7	8
PE	78	6	11	6	7
RE	76	8	8	7	8

Linebackers

	no.	spd	blk	apt	pts
LOBL	87	18	8	8	8
LOBR	86	8	8	8	8
MIB	84	8	6	8	6
ROBL	88	8	4	8	8
PLB	90	8	5	2	4

Defensive Backs

	no.	spd	blk	pts blk	pts trck
SS	27	11	7	12	11
FS1	28	12	7	12	12
FCB1	29	11	6	11	11
LCB1	42	13	7	13	13
RCB2	28	8	7	7	6
LCB2	43	8	6	6	6
FS2	49	7	7	7	7

Special Teams

	no.	range	acc
K	14	8	7
P	4	8	8

	no.	speed	apt	blk	trck
KB	30	8	11	7	7
PB	45	11	12	7	7

CHICAGO BS

PLAYER RATINGS

Quarterbacks

	no.	pass attempts	pass yards	TD	rating
QB1	5	7	5	0	8
QB2	4	2	7	4	4

Running Backs

	no.	attempts	yards	TD	rating
RB1	34	10	15	1	7
RB2	29	6	6	0	6
RB	20	9	0	0	7

Receivers

	no.	receptions	yards	TD	rating
WR1	20	14	6	4	7
WR2	10	11	6	3	4
WR3	10	5	4	1	4
WR4	14	3	4	1	5
TE1	17	7	6	3	8
TE2	10	10	5	3	3

Offensive Line

	no.	yards	pass blocks	run blocks
LT	14	271	13	12
LG	12	250	9	8
C	10	250	12	11
RG	17	191	9	8
RT	28	180	9	8

Defensive Line

	no.	sacks	TD	yards	rating
DE	16	10	4	12	11
DT	16	8	12	8	9
DE	12	7	10	6	7
DT	16	12	11	13	14

Linebackers

	no.	sacks	TD	yards	rating
LLB	15	12	4	13	12
MILB	10	15	11	15	10
RLB	10	15	7	14	14
FLB	18	10	5	10	11

Defensive Backs

	no.	sacks	TD	yards	rating
DB	22	18	13	15	10
FS	15	15	12	14	10
CB1	21	15	10	15	10
CB2	22	15	10	14	10
CB3	10	7	10	7	7
CB4	11	9	12	10	9
SS	18	8	13	8	8

Special Teams

	no.	yards	TD	rating
K	6	7	13	
P	6	10	10	

	no.	yards	yards	rating
OT	10	15	15	11
OT	10	6	7	3



ALL MADDEN 92

PLAYER RATINGS

Quarterbacks

	no.	pass rating	pass score	int.	intercp.
QB1	11	11	15	3	3
QB2	12	12	14	3	3

Running Backs

	no.	spid	agi	blk	touch
RB1	20	18	15	15	7
RB2	34	15	15	14	9
FB	35	11	12	10	6

Receivers

	no.	soak	catch	blk	spid
WR1	63	10	12	8	12
WR2	42	10	11	7	9
WR3	38	11	13	9	14
WR4	64	14	12	8	12
TE1	66	8	8	3	5
TE2	85	3	11	5	6

Offensive Line

	no.	blk	pass block	run block
LT	19	201	12	9
LG	61	208	11	8
C	63	201	14	10
RG	56	209	12	11
RT	13	215	10	9

Defensive Line

	no.	soak	blk	agi	pass
LT	10	11	8	13	13
NT	33	6	7	7	6
RE	16	10	8	12	12

Linebackers

	no.	spid	blk	agi	pass
LB1	27	14	7	15	15
LB2	29	14	6	15	15
MLB	54	7	12	8	8
RCLB	58	14	7	15	18
PLB	57	8	11	9	9

Defensive Backs

	no.	spid	blk	pass cov	interc.
SS	42	12	8	13	12
FS1	36	8	9	7	5
RCB1	38	11	12	10	13
LCB1	21	14	8	15	14
RCB2	26	8	8	9	8
LCB2	29	13	9	13	12
FS2	25	10	9	10	10

Special Teams

	no.	snaps	score
K	7	18	11
P	6	13	14

	no.	speed	agi	touch
KR	23	14	15	11
PR	21	12	11	7

ABOUT THE ARTISTS

Programmer **Mark Lesser** hails from New England, where he raises two boys. In 1976, Mark programmed and designed the hardware chip for **Mattel Football**, and later he programmed and designed the hardware chip for **Mattel Auto Race**, one of the first hand-held computer games ever. When asked if he has any hobbies, Mark replied, "Programming games is my hobby." Currently, Mark is waiting for his two-year-old to start testing games.

Computer graphics artist **Doug Wike** is courageous enough to call himself a **New England Patriots** fan. His heart, though, lies in **Fantasy Art**, and he is of the opinion that **Frazetta** is God. Doug has been working in computer graphics for six years. Games to his credit include **Ultima V**, **Might & Magic II**, and **Ultima Underworld**.



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Assistant Producer: Jeff Haas

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